

AMENDMENTS TO THE CLAIMS

Pursuant to 37 C.F.R. § 1.121 the following listing of claims will replace all prior versions, and listings, of claims in the application.

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45. (Previously Presented) A method of identifying logical patterns from a set of a user's inputs to a computer host application, the method comprising the steps of:

storing in a database a host application model, the model including a GuiFramework that models the host application interface controls that reflect the different states of the host application;

extracting the GuiFramework from the database and expanding the GuiFramework into an interlinked, indexed network structure in memory;

intercepting, during execution of the host application, one or more operating system messages to obtain information relating to a plurality of the user's inputs;

polling the user inputs to detect user activation of an interface device;

creating, upon detection of the user's activation, an action structure that includes status flags to mark structures;

accumulating the action structure in a database;

searching the accumulated action structures to detect sequences capable of being processed into an interactive custom accelerated procedure (ICAP); and

generating the ICAP to automate the detected sequences.

46. (Previously Presented) The method of claim 45, wherein the operating system messages include data events pertaining to session control information.

47. (Previously Presented) The method of claim 45, wherein the interface device includes a mouse roller ball, a mouse button, or a keyboard.

48. (Previously Presented) The method of claim 45, wherein the GuiFramework describes at least an interface hierarchy, and the searching step further comprises the step of searching for continuities of events that pass through consecutive portions of the interface hierarchy.

49. (Previously Presented) The method of claim 45 further comprising the steps of:
providing an initial index that points to potential sequences detected during the searching step;
removing extraneous pointer device movements from the accumulated action structures; and
identifying a sequence that is a series of actions that accesses or navigates a frequent host application path.

50. (Previously Presented) The method of claim 49, further including the step of the user inputting optional directives that assist later analysis.

51. (Previously Presented) The method of claim 45, wherein the GuiFramework models navigational states of the host application.

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